# MOHAMMED AL AMRO

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## About me:

I am an aspiring junior games programmer with a great passion for gaming, I am on the precipice of turning my passion into a profession. My academic background in games programming, IT, cyber security, and Python has equipped me with a concrete understanding of programming fundamentals in many languages, and hands-on experience with game engines like Unity and Unreal Engine has prepared me for the challenges of game development.

During my studies, I have engaged in several group projects that simulated real-world game development scenarios, allowing me to refine my coding skills and learn the importance of teamwork and clear communication. My portfolio, though in its nascent stage, displays a variety of small-scale projects that demonstrate my ability to create engaging gameplay mechanics and user-friendly interfaces.

I am committed to continuous learning and growth in the field of game programming. I eagerly seek opportunities to contribute to innovative projects where I can apply my knowledge, learn from seasoned professionals, and help create memorable gaming experiences. With a keen eye for detail and a relentless drive to solve complex problems, I am ready to take the first big step in my game development career.

## Education

### University of Bolton - Bsc (Hons) Games Programming:

3rd Year:

Major Project (ongoing)

Advanced Games Programming: 69%

Group Portfolio Project: 70%

2nd Year:

Data Structures and Software Engineering for Games: 77%

Game Dynamics: 73%

Portfolio: 65%

1st Year:

Introduction to Games Design 75%

Introduction to Games Programming and Analysis 74%

### Bolton College:

Computing and ICT – Access to Higher Education Diploma (2020-2021)

IT Support BTEC Technical Certificate Level 2 (2019-2020)

GCSE Maths Gateway (2019-2020)

GCSE English Language – Gateway (2019-2020)

Digital Computing Sills Level 1 (2018-2019)

## SKILLS

* C++
* C#
* Debugging
* Web Development
* Reinforcement Learning (Q-Learning)
* Unity Engine
* Unreal Engine
* SDL
* Source Control (Github)
* Gameplay Design

## EMPLOYMENT EXPERIENCE

### 2016 Clothing shop, Baghdad.

Working in a clothing shop, my duties included:

* Attending customers and ensuring they got the right product.
* Making sure the shop was clean and tidy.

### 2017 Shoe shop, Baghdad.

Working in a shoe and men’s clothing shop, my duties included:

* Sorting clothes.
* Making sure that the shoes are clean and presentable.

### 2018 Pennington’s office furniture, Bolton.

Working in a warehouse, College related work experience, my duties included:

* Cleaning, sorting, and drying vacuums.
* Unpackaging game consoles and playing them to ensure they work.

Previous work experiences were extremely beneficial in developing my skills and character. Working in a clothing shop and a shoe shop meant that I came in contact with many people on daily basis which developed my social skills. Working in a warehouse meant that I had to clock in every day on time which was beneficial in developing both my punctuality and work ethic.

## Extra-Curricular

* Participated In University Game Jams.
* Reading.
* Exercising.

## References

References are available in a non-online version.